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VIII/CYBER/2017-18
OLYMPIAD PRACTICE WORKSHEET

1. Which tool is used to draw precise paths in Macromedia Flash?

- A. Eyedropper tool
- B. Free transform Tool
- C. Gradient Transform tool
- D. Pen Tool

2. Select a series to Import a picture.

- A. File>Open>Import to Stage
- B. File>Import>Import To Stage
- C. File>Save>Picture
- D. File>Import>Import from Internet

3. The two types of Gradient in flash are

- A. Radial and Scaling an object
- B. Rotating and Moving
- C. Linear and Gradient
- D. Linear and Radial

4. Which tool is used to scale an object?

- A. Gradient Transform Tool
- B. Linear Gradient
- C. Radial Gradient
- D. Free Transform tool

5. The shortcut key to insert key frame

- A. F6
- B. F5
- C. F4
- D. F3

6. How many sections does Tool box have?

- A. 3
- B. 2
- C. 5
- D. 4

7. The "Red Rectangular" box on Timeline is called

- A. Black dot
- B. Playhead
- C. Red dot
- D. Frame

8. Complete the series for animating text with Timeline Effects

- A. Insert>Timeline Effects>Effects
- B. Insert>Effects
- C. Edit>Timeline Effects
- D. None of above

9. Changing this can sometimes make an animation look smoother.

- A. Frame rate
- B. Key frame
- C. Mask
- D. Layer

10. The _____ shows the frames in the movie.

- A. Toolbar
- B. Properties pane
- C. Timeline
- D. Scene

- 11. Every animation needs a starting and ending point. _____ are used to set these.**
- A. Scenes
 - B. Key frames
 - C. Blank frames
 - D. Graphic symbols
- 12. Empty key frames are indicated by a _____ circle on the timeline**
- A. Hollow
 - B. Black
 - C. Open eye
 - D. Closed eye
- 13. A key frame that contains objects will be represented by a _____ circle.**
- A. Hollow
 - B. Black
 - C. Blue
 - D. Gray
- 14. The stacking order of viewing objects is decided by the order of the I**
- A. Scenes
 - B. Frames
 - C. Layers
 - D. Actions
- 15. The _____ panel contains the basic tools needed to draw and modify objects.**
- A. Actions
 - B. Properties
 - C. Tools
 - D. Layers
- 16. These are objects that have been converted so that you can use the same image a number of times in a movie. You can also use this to do fade effects, rotation effects, and flip effects.**
- A. Layer
 - B. Symbols
 - C. Clip art
 - D. Tween
- 17. Designed to be an interactive object. You create these so that action scripts can be used to control other objects or events in the movie.**
- A. Layer
 - B. Mask
 - C. Button
 - D. Tween
- 18. This is, by far, the most tedious way to create animations.**
- A. Shape Tween
 - B. Motion Tween
 - C. Mask
 - D. Frame-by-Frame
- 19. This is used to change an object from a circle to a square.**
- A. Mask
 - B. Shape tween
 - C. Motion tween
 - D. Morphing
- 20. Use this to make a symbol disappear from view (great for changing pictures). You would use motion tween for this method. You have to change the "alpha" setting of the symbol. Alpha represents transparency.**
- A. Zoom
 - B. Masking
 - C. Fade Effect
 - D. Morphing